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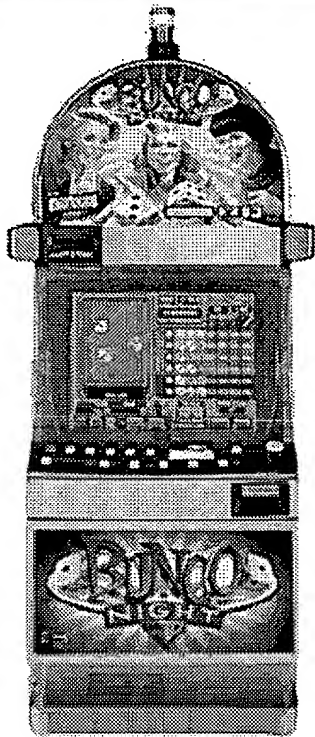
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## A New Way to Play Bunco!

The parlor game comes to the casino for  
exciting dice-rolling fun!

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Gambling Problem? 1-800-522-4700

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Patent Pending

Bunco Night is a trademark of IGT



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L.E.D.  
HOME

## What is *Bunco Night*?



Bunco is a game played with three dice. The game has been traced back to the 1800's and became popular in the United States during the Gold Rush. Currently, Bunco is a popular parlor game among groups of friends who hold monthly Bunco Parties and enjoy an evening of games, food and fun.

Bunco Night is a casino version of the popular dice game. Now you can play a version of Bunco that captures the fun of the original, but also offers up the chance of big winnings and includes a bonus game for even higher wins!



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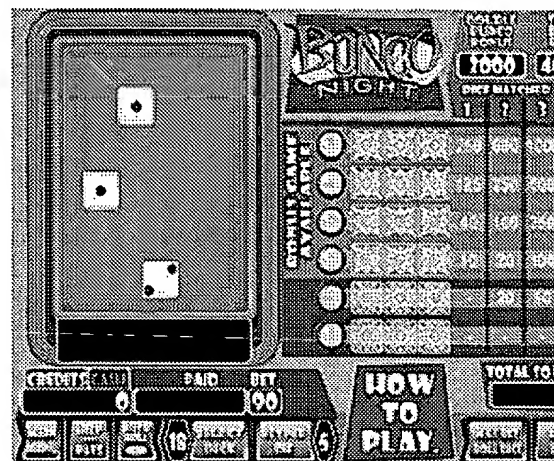
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## How to Play *Bunco Night*.

When starting to play *Bunco Night*, the first thing you need to do is decide how much you are going to bet. The two yellow buttons are used for this. The Select Dice button will allow you to roll up to 18 dice in sets of three. The Bet Per Die button will allow you to multiply your bet (and your winnings!). As you select the number of dice you wish to bet on, the payable will change, indicating what pays are available and how much you will win for certain dice combinations.

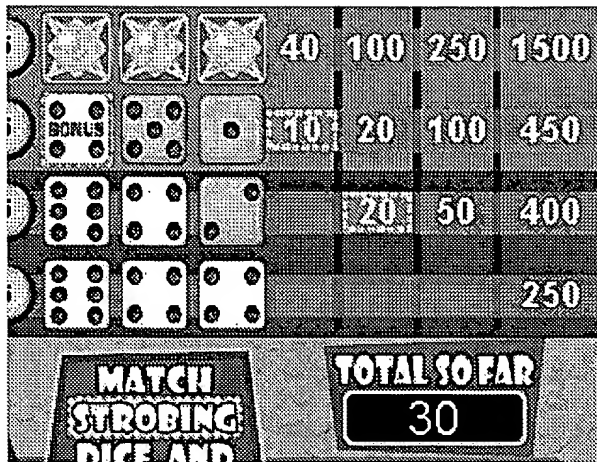


40	100	250	1500
10	20	100	450
20	50	400	
			250
MATCH		TOTAL SO FAR	
STROBING		0	
DICE AND			

Once you press Roll Dice, the game begins. The three dice will roll on the left side of the screen, and when they stop, they will be copied into the payable. Here, you have rolled a 6 and two 4's. The object of the game is to roll the same numbers in a row as much as possible. At the beginning of the game, six numbers are considered active, or as you "points." As long as you keep rolling the same points, you win! So, in this case, 6 and 4 are your points. Since you did not roll 1, 2, or 5 these numbers are not active anymore.

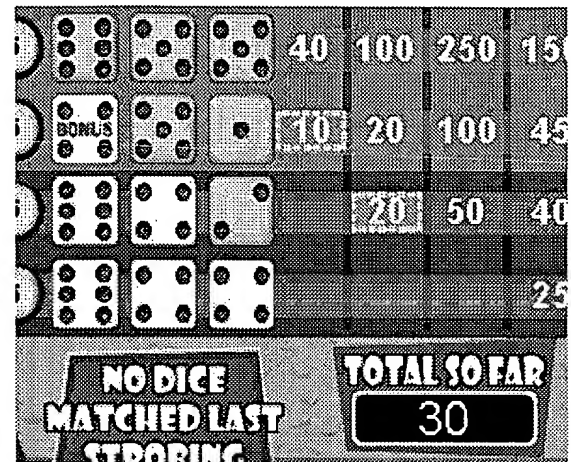
On your next roll, you have rolled a 6, 4 and 2. Notice that the 6 and 4 are white with a highlight around them, and the 2 is grey. Dice that are white indicate points that have been matched throughout the game. Highlighted, or strobing, dice indicate what your current points are. Because two of the dice on this roll match your current points, you get paid based on the value in the second column. You win 20 credits! And you still have two points active.

40	100	250	1500
10	20	100	450
20	50	400	
			250
MATCH		TOTAL SO FAR	
STROBING		20	
DICE AND			

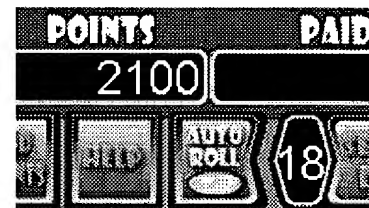


On your third roll, you roll a 4, 5 and 1. The 1 is an active point, so you have matched 1 point, paying you 10 from the first column. However, since you did not roll a 6, that number is not an active point anymore. 4 is the only active point now; **LET'S GO 4!**

Sadly, on your next roll, you rolled a 6, and two 5's. The game is over, and you've won 30 credits.



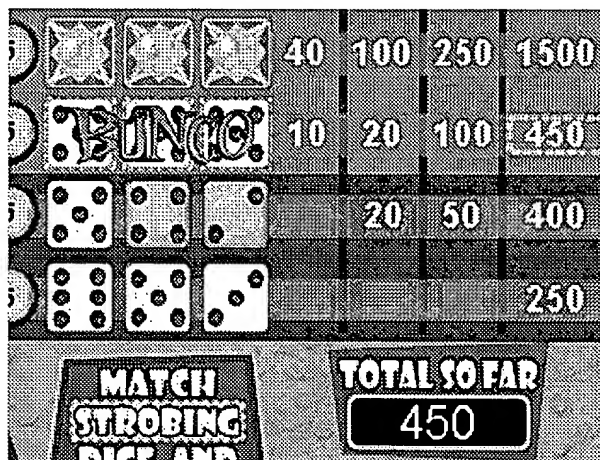
Normally, Bunco Night is played in Auto Roll mode. That is, when you press Roll Dice, the game will automatically keep rolling until the game is over. At any point, you can turn this feature on or off with the Auto Roll Button. When Auto Roll is off, you will have to press the Roll Dice button at each stage of the game.



**And that's how you play *Bunco Night*. But there are a few special dice rolls you need to know about first!**

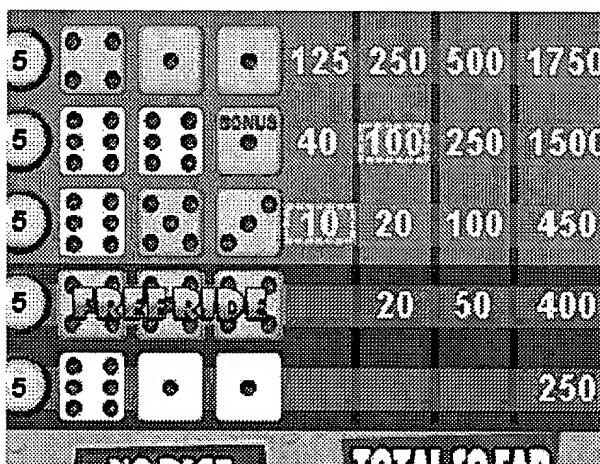
Rolling three-of-a-kind that match an active point is a Bunco. A Bunco awards the value in the fourth pay column. So, in this example, 5 was the only point left after the second roll and rolling three 5's on the third roll pays 450!! And 5 is still an active point for more winnings.





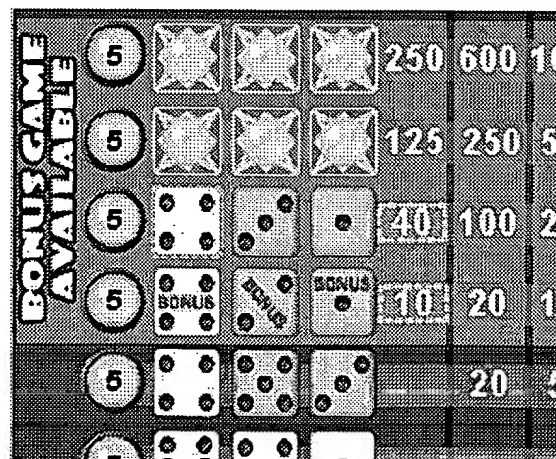
Also, since all numbers are active points at beginning of the game, ANY three-of-a-kind on your first roll scores a Bunco!

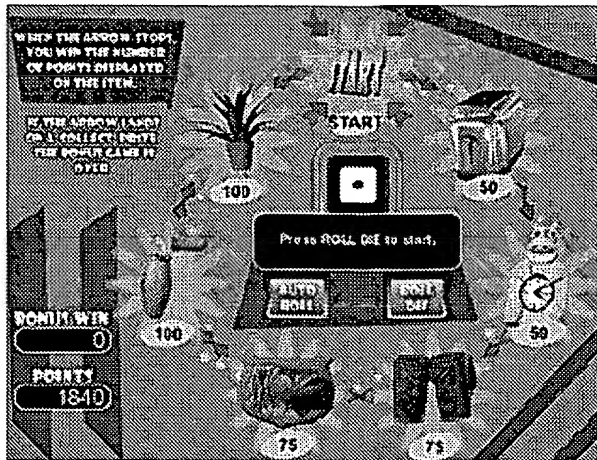
If you look at the upper right hand corner of the screen, you'll see the bonuses that can be won if you roll multiple Buncos in a game. Two Buncos in a single game will pay the Double Bunco Bonus in addition to the regular Bunco pays. And a third Bunco in a single game will also award the Triple Bunco Bonus.



If you roll a three-of-a-kind that *doesn't* make an active point, you have rolled a Free Ride. A Free Ride lets you continue the game with your current active points intact. So, in this example, the first roll created active points 6 and 1. Three fives awarded a Free Ride, keeping the 6 and 1 alive. On the third roll only a 6 matched, scoring 10 from the payable, and making the 1 inactive for the rest of the game.

Starting with the third roll, some faces of the die will include bonus symbols on them. If, on a single roll, you get three dice that include the bonus symbol on them, you will be qualified to start the Bunco Night Bonus Game! The bonus game will begin immediately after the base game has concluded.





Once the bonus game starts, there will be a ring of prizes with credit values on them which you can win. Pressing Roll Die will cause the die to spin and stop on a number. The arrow will move clockwise around the ring that many spaces and stop on an item. You win the credits associated with that prize! After that, all the other positions on ring will be replaced with other items with higher values, or Game Over spaces.

Landing on the Game Over spaces awards its value and also ends the bonus game.

Also, at any point during the bonus round, if you do not wish to press the Roll Die button every time, you may press the Auto Roll button, which will auto-play the bonus game for you.



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## Two more games on the Edge

During my visit to Leading Edge Design headquarters in Wheeling, I checked out three new video slot games at the invitation of company president Larry DeMar. Last week, we examined the skill-based Cash King Checkers. This week, let's take a look at Bunco Night and Othello.

**BUNCO NIGHT:** This will feel familiar to anyone who has played the old three-dice game of bunco--and that seems to be an increasing number with recent growth in bunco clubs in the United States.

On the Leading Edge game, there are six levels. Payoffs differ with bet size--a player who bets one coin on one die is just hoping for 6s--but let's assume an 18-coin maximum bet. On the first level, the player rolls three electronic dice on the video screen, and the only payoff is for a bunco--three dice of the same number.

Regardless of whether there is a payoff, the first level sets the numbers for the second level. The player is hoping to repeat the numbers rolled.

Repeating any of the numbers keeps the player going to the next level. Any numbers not repeated drop off the list of eligible numbers. So if my first roll is 1, 3, 5 and my second roll is 2, 4, 5, on the third level my only active number is 5. If I don't roll at least one 5, my round is over.

With a maximum bet, the player gets a payoff on the second level if any two dice come up on eligible numbers, a bigger payoff if all three are eligible, and the biggest payoff for a bunco on an eligible number. On levels 3 through 6, payoffs start with a single die on an eligible number.

If the player fails to roll an eligible number at any level, the game is over. Payoffs climb rapidly at higher levels, so it's important to roll an eligible number and stay in the game, even if there is no payoff or a small payoff on that level.

Starting at level 3, dice are used that have the word "bonus" or a "B" on certain faces. If all three dice show the bonus face--about once per 70 plays--a second-screen bonus round launches. This one involves a trip around a bonus trail, trying to stop on prize symbols that display bonus amounts. You can either collect or keep playing, trying to win larger bonuses, but if you land on a "game over" space, you have to settle for a smaller reward. The longer play goes on, the more "game over" spaces are

### Midwest Gaming

John Grochowski

A NEW COLUMN EVERY THURSDAY



John Grochowski's gaming column, which also runs weekly in the **Chicago Sun-Times**, examines issues ranging from blackjack and video poker strategy to casino

etiquette to getting the most bang for your buck in Vegas. He is the author of three gaming books including *The Slot Machine Answer Book* and *The Casino Answer Book* and the just released *The Video Poker Answer Book*. Grochowski was recently named by *Casino Player* magazine as one of the 100 best gaming authors of the 20th century.

Write to John Grochowski

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added, and the bigger the risk of continuing.

**OTHELLO:** Based on the venerable board game that uses black-and-white discs, Leading Edge's Othello is essentially an 18-line video slot with a bonus round.

There are 32 discs, arranged in four horizontal rows of eight each (and eight vertical columns of four each). Just as in the board game, each disc on the video screen is black on one side and white on the other.

The player picks either white or black, and may wager from 1 to 18 coins. Each coin corresponds to a payline--the eight four-disc columns are paylines, as are the eight left-to-right diagonals that include four discs. The equivalent of spinning the reels is spinning the discs, virtual end over virtual end. Any payline that includes four discs of the player's chosen color is a winner.

Just how much the player wins depends on how many paylines are winners. On the version I played at Leading Edge offices, one winning row brought a six-coin return, with 12 for two wins, 24 for three, 45 for four, 170 for five, 500 for six, 625 for seven, 750 for eight, 900 for nine, 1,500 for 10, 5,000 for 11 and 10,000 for 12. DeMar said that wasn't necessarily the final pay table, but the five- and six-line payoffs will be where players make their money, combining the frequency of wins with high payoffs.

The bonus round launches whenever a horizontal row includes eight discs of the player's chosen color--about once per 65 spins. (The player collects a secondary bonus when the first seven are of the chosen color, also about once per 65 spins). That brings a second-screen bonus that mimics the board game in that the object is to trap discs of the opposite color between two of your own. The biggest bonus, of about 150 times the bet, comes when the player traps exactly one disc on each spin in the round.

It takes only a spin or two to get comfortable with Othello's format. Anyone used to playing video slots will feel instantly at home, even they've never played the Othello board game.

-- Mar 28, 2002

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**Weight Loss**

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News.

*IGT Unveils Over 60 New Games at New Gaming Industry Trade Show*

RENO, Nev., Sept. 20 – Slot machine leader, IGT, a wholly owned subsidiary of International Game Technology (NYSE: IGT), is putting the final touches on a lineup of over 60 new games and advanced gaming products that will be showcased at the Global Gaming Expo in Las Vegas in early October.

IGT's game designers, led by Joe Kaminkow, vice president of game design, are acknowledged masters of adapting popular culture to the gaming machine format and several star-studded new themes are set to debut at G2E. MegaJackpots(TM) game introductions include the Diamond Cinema(TM) series in the iGame Plus(TM) video slot format. Celebrating the golden age of Hollywood, two of the games – Marilyn Monroe(TM) and Ingrid Bergman(TM)-Humphrey Bogart(TM) – will be available shortly after the show and a James Dean(TM) version is in the works. All three will be previewed at the show.

Other new MegaJackpots titles at center stage will include I Love Lucy®, based on the classic TV comedy show that starred Lucille Ball and Desi Arnaz as Lucy and Ricky Ricardo, and a Harley-Davidson® game, which combines the look and sound of the legendary American motorcycle for exciting video action. The Diamond Cinema, I Love Lucy® and Harley-Davidson® games are all available as iGame Plus video slots.

The I Love Lucy® theme will also be displayed in the ever-popular S2000(TM) spinning reel format which, in an innovative twist, will share the same progressive MegaJackpots link as the iGame Plus version.

Another American icon, Frank Sinatra will finally make his presence felt on the casino floor in a new series of four themed reel spinning MegaJackpots games which are a tribute to Las Vegas, New York, Chicago and Los Angeles. The Sinatra(TM) game features music and sound bits from Frank with familiar IGT slot games as the basis of play.

IGT will also be introducing a new line of premium licensed games on the iGame Plus platform. These themes include a new version of The Price Is Right(TM), which was introduced earlier in 2001; Bunco Nights(TM), adapted from the popular parlor game; a video version of the strategy board game, Othello(C); 18 Reeler(TM); and, SPAM®, a video slot that takes its name and inspiration from the all-purpose canned meat product (and which will also be available as a S2000 spinning reel game).

Most iGame Plus games at the show will be displayed in IGT's new 19-inch Game King(TM) format. "The new upright 19-inch Game King model fits in the footprint of our older SPlus(TM) machine and has a unique color bezel which is interchangeable and offered in a number of fun colors," said Ed Rogich, IGT's vice president of marketing. "It also features an ergonomically designed button panel and a large high-resolution monitor which should be very appealing."

iGame Plus themes that will be on display: Cops & Doughnuts(TM), Dick Clark's

Bloopers(TM), Risque Business(TM), Used Cars(TM), Happy Camper(TM), Rich Girl(TM), and Money Storm(TM).

The S2000 spinning reel format will also be well represented by a selection of new games, including Crystal Sevens(TM), S'mores(TM) (a campfire treat of graham crackers, chocolate bars and marshmallows), White Ice(TM), Diamond Luck(TM), 4X Double Diamond, 12X Pay, and Double Diamond Haywire.

"Like most companies, we're shooting for the next blockbuster – a product that will take the gaming floor by storm," Rogich said. He should know: the company's Wheel of Fortune® machines have set the standard for enduring popularity in both spinning reel and video formats.

Among the strong contenders to be named this year's mega hit is the recently released Regis' Cash Club(TM), an Instant Winner MegaJackpots(TM) game on the Vision Series(TM) product line that builds from a minimum jackpot of \$1 million. The game takes full advantage of Regis Philbin's showmanship, amply highlighted by the machine's video and audio capability. Mata Hari(TM) and Ms. Little Green Men(TM) machines will also be on display in the Vision Series(TM) format.

The product most likely to transform gaming floors in the years to come, the EZ Pay(TM) Ticket System, will be spotlighted at the show along with a number of other technically advanced IGT Gaming Systems(TM) products designed to make gaming properties more productive. Among the hot new products on display will be EZ Cash Out(TM), which lets players choose either a cash or ticket payout; the PDA Hot Player Monitor(TM) that frees casino hosts to circulate and still be able to input and access information; and, the new EZ Ticket(TM) module for IGS(TM) systems which is designed to offer customers a one wire ticket solution.

Recognizing that its customers will be looking for the best in new games, hardware and gaming systems, the theme for this year's show is IGT Game Quest 2002. "Our objective is to suggest to our customers that when they arrive at the IGT booth their search for the hottest games and best new products has come to an end," said Rogich.

IGT opted to introduce their newest products exclusively at the inaugural Global Gaming Expo, which is sponsored by the American Gaming Association. "At the urging of some of our best customers – industry giants such as Harrah's, Park Place, and MGM Mirage – we are exhibiting only at the Global Gaming Expo," explained Ed Rogich, IGT's vice president of marketing. "IGT supports the aims, principles and programs of the AGA and we know the proceeds from the Global Gaming Expo will go to benefit our industry's causes." The Global Gaming Expo is scheduled to run from Oct. 1 through Oct. 3, 2001, at the Las Vegas Convention Center.

Statements in this release that are not historical facts may be "forward looking" statements under the Private Securities Litigation Reform Act of 1995. These matters involve risks and uncertainties. More information on factors that could affect the business and financial results of International Game Technology is

included in the company's Annual Report, on Form 10-K, and in other public filings made with the Securities and Exchange Commission.



Source: IGT

## IGT to unveil new video slot games, new gaming machine and new Megajackpots™ systems at Gaming Expo.

**Reno, Nevada**  
**August 22nd, 2001**

With the countdown under way to early October's Global Gaming Expo – an inaugural trade show event for the gaming industry – gaming manufacturers are putting final touches on the new and improved products they will exhibit at the Las Vegas show.

At the headquarters of IGT, the world's largest maker of slot and video gaming machines, the pace is feverish. IGT always unveils an extensive lineup of new games at the fall gaming expo, and this year will be no exception. The company's 6,000-square-foot booth will be loaded with new gaming machines, many of them based on well-known entertainment themes and personalities.

IGT's game designers, lead by Joe Kaminkow, vice president of product development, are acknowledged masters of adapting pop culture to a gaming machine format. The trend in recent years has been to apply successful brands from the movies and television to slot entertainment.

Cases in point are **I Love Lucy®**, based on the classic TV comedy show that starred Lucille Ball and Desi Arnaz as Lucy and Ricky Ricardo; and **Diamond Cinema™**, which celebrates the golden age of Hollywood. Both are new additions to IGT's MegaJackpots™ product line in the iGame Plus video slot format (I Love Lucy® will also be produced as a MegaJackpots™ game in the S2000™ spinning reel format.)

Diamond Cinema™ -- which will be available shortly after the show -- features three games: **Marilyn Monroe™**, **Ingrid Bergman™** - **Humphrey Bogart™**, and **James Dean™**, with the top award on each starting at \$1.5 million.

Combining the look and sound of the legendary American motorcycle for exciting video action, **Harley-Davidson®**, another new iGame Plus™ MegaJackpots™ product, will be on display at the show. There'll also be two new versions of **The Price is Right™**, a popular MegaJackpots™ video slot introduced earlier in 2001.

Most of these iGame Plus™ games will be shown in IGT's new 19-inch **Game King™**, a dramatically new gaming machine design. "We're convinced that this new large-screen upright will set the standard for some time to come," said Ed Rogich, IGT's vice president of marketing. In addition to the big high-resolution monitor and a multi-denomination format, the new upright boasts a host of other features heavy on player appeal.

Other new iGame Plus™ game themes include **Cops & Doughnuts™**, Dick Clark's **Bloopers™**, **Risque Business™**, **Used Cars™**, **Happy Camper™**, and **Super Cherry™**.

IGT will also be introducing a variety of new premium licensed games based on popular themes in both iGame Plus™ and S2000™ platforms. In iGame Plus comes **Bunco Nights™**, adapted from the popular parlor game; a video version of the strategy board game, **Othello®**; and **SPAM®**, a video slot that takes its name and inspiration from the all-purpose canned meat product.

In the S2000™ spinning reel format, show attendees will see – and be able to play – **UNO™**, based on one of the world's most popular card games; **SPAM®**; **Diablo Diamonds™**, and **Triple Texas Tea™**.

In the Vision Series™, the new premium line will be represented by **Magic 8 Ball™**, a game inspired by the black spherical toy purported to predict the future.

IGT's popular S2000™ spinning reel product will be represented by **Crystal Sevens™**, **Five Hundred Or Nothing™**, **Smores™** (a campfire treat of graham crackers, chocolate bars and marshmallows), **Velvet Moon™**, **Whale Song™** and **Wild Wolves™**.

"Like most companies, we're shooting for the next blockbuster -- a product that will take the gaming floor by storm," Rogich said. IGT's marketing vice president should know. The company's Wheel of Fortune® machines have set the standard for enduring popularity in both spinning reel and video formats.

Among the strong contenders to be named this year's mega hit is **Regis' Cash Club™**, an Instant Winner MegaJackpots™ game on the Vision Series™ product line that builds from a minimum jackpot of \$1 million. The game takes full advantage of Regis Philbin's showmanship, amply highlighted by the machine's video and audio capability. **Mata Hari™** and **Ms. Little Green Men™** will also be on display in the Vision Series™ format.

The product most likely to transform gaming floors in the years to come, the **EZ Pay™ Ticket System**, will be featured along with the new **EZ Ticket™** module from IGT Gaming Systems. Part of the cash optional/voucher system that allows great flexibility for gaming property and casino customer alike, EZ Ticket™ is sold by IGT Gaming Systems.

Recognizing that its customers will be looking for the best in new games, hardware and gaming systems, IGT's theme for this year's show is Game Quest. "Our objective is to showcase the next generation of gaming equipment and help our customers see that their search for the best is over," said Rogich.

The Global Gaming Expo runs Oct. 1 through Oct. 3, 2001, at the Las Vegas Convention Center. As with many industry trade shows, gaming manufacturers exhibit both current and future product lines. Some IGT games seen at the show

may not be available for play in casinos and other gaming venues for several months. However, among the games that will be showing up on gaming floors shortly after the show in some jurisdictions are two MegaJackpots™ games, **Regis' Cash Club™** and **Diamond Cinema™**, that IGT considers potential blockbusters.

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**JOHN GROCHOWSKI**

John Grochowski is the author of The Craps Answer Book, Slot Machine Answer Book, Video Poker Answer Book, a twice-weekly column for Sun-Times and contributor to the major gaming magazines in the gaming field, including Gaming and Travel, Casino, and Craps.

**JOHN'S BOOKS**




**The Casino Answer Book**

In casino gambling the advantage built into every game is the player's friend. Grochowski shows you that advantage and the winning odds in the popular casino games (craps, roulette, poker, and roulette).

**OTHER BOOKS BY John Grochowski**

**More Cutting Edge Games from Leading Edge Design**

By John Grochowski  
7 February 2002

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During my recent visit to Leading Edge Design headquarters in Wheeling, I checked out three new video slot games at the invitation of company president Larry DeMar. Last week, we examined the skill-based Cash King Checkers. This week, let's take a look at two pure games of chance, Bunco Night and Othello.

**BUNCO NIGHT:** This will feel familiar to anyone who has played the old three-dice game of bunco--and that seems to be an increasing number with recent growth in bunco clubs in the United States.

On the Leading Edge game, there are six levels. Payoffs differ with bet size--a player who bets one coin on one die is just hoping for 6s, but let's assume an 18-coin maximum bet. On the first level, the player rolls three dice, and the only payoff is for a bunco--three dice of the same number.

Regardless of whether there is a payoff, the first level sets the numbers for the second level. The player is hoping to repeat the numbers rolled. Repeating any of the numbers keeps the player going to the next level. Any numbers not repeated drop off the list of eligible numbers. So if my first roll is 1, 3, 5 and my second roll is 2, 4, 5, on the third level my only active number is 5. If I don't roll at least one, my round is over.

With a maximum bet, the player gets a payoff on the second level if any two dice come up on eligible numbers, a bigger payoff if all three are eligible, and the biggest payoff for a bunco--all three dice on the same eligible number. On levels 3 through 6, payoffs start with a single die on an eligible number.

If, at any level, the player fails to roll an eligible number, the game is over. Payoffs climb rapidly at higher levels, so it's important to the player just to roll an eligible number and stay in the game.

If, at any level, the player fails to roll at least one eligible number, the round is over.

Starting at level 3, dice are used that have the word "bonus" or a "B" on certain dice faces. If all three dice show the bonus face--about once per 70 plays--a second-screen bonus round launches. This one involves a trip around a bonus trail, trying to stop on prize symbols that display bonus amounts. You can either collect or keep playing, trying to win larger bonuses, but if you land on a "game over" space, you have to settle for a smaller reward. The longer play goes on, the more "game over" spaces are added, and the bigger the risk of continuing.

**OTHELLO:** Based on the venerable board game that uses black-and-white discs, Leading Edge's Othello is essentially an 18-line video slot with a bonus round.

There are 32 discs, arranged in four horizontal rows of eight each (and eight vertical columns of four each). Just as in the board game, each electronic disc is black on one side and white on the other.

The player picks either white or black, and may wager from 1 to 18 coins. Each coin corresponds to a payline--the eight four-disc columns are paylines, as are the eight left-to-right diagonals that include four discs. The equivalent of spinning the reels is spinning the discs, virtual end over virtual end. Any payline that includes four discs of the player's chosen color is a winner.

Just how much the player wins depends on how many paylines are winners. On the version I played at Leading Edge offices, one winning row brought a six-coin return, with 12 for two wins, 24 for three, 45 for four, 170 for five, 500 for six, 625 for seven, 750 for eight, 900 for nine, 1,500 for 10, 5,000 for 11 and 10,000 for 12. DeMar said that wasn't necessarily the final pay table, but the five- and six-line payoffs will be where players make their money, combining the frequency of wins with high payoffs.

The bonus round launches whenever a horizontal row includes eight discs of the player's chosen color--about once per 65 spins. (The player collects a secondary bonus when the first seven are of the chosen color, also about once per 65 spins.)



That brings a second-screen bonus that mimics the board game in that the object is to trap discs of the opposite color between two of your own. The biggest bonus, of about 150 times the bet, comes when the player traps exactly one disc on each spin in the round.

It takes only a spin or two to get comfortable with Othello's format. Anyone used to playing video slots will feel instantly at home, even if they've never played the Othello board game.

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## Games: Dice Machines: Bally

updated September 2003

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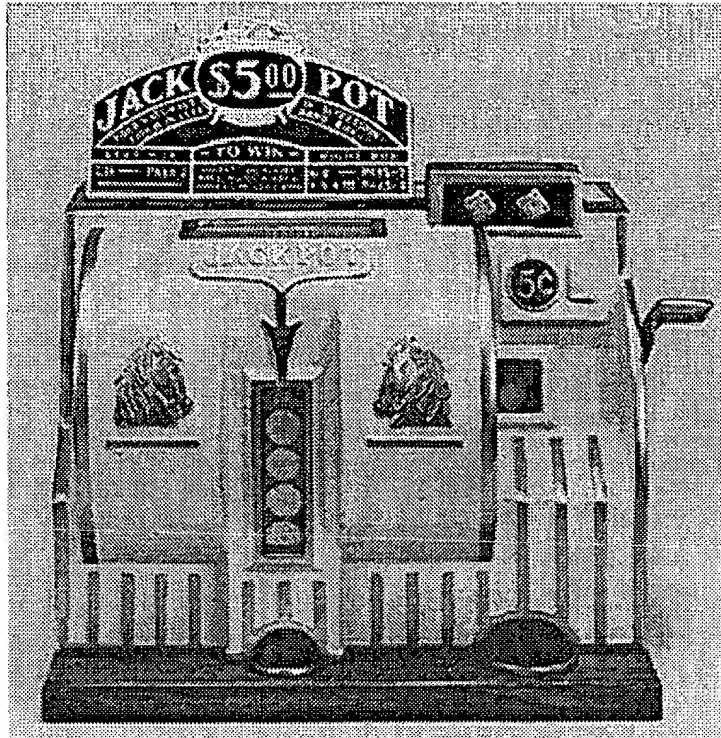
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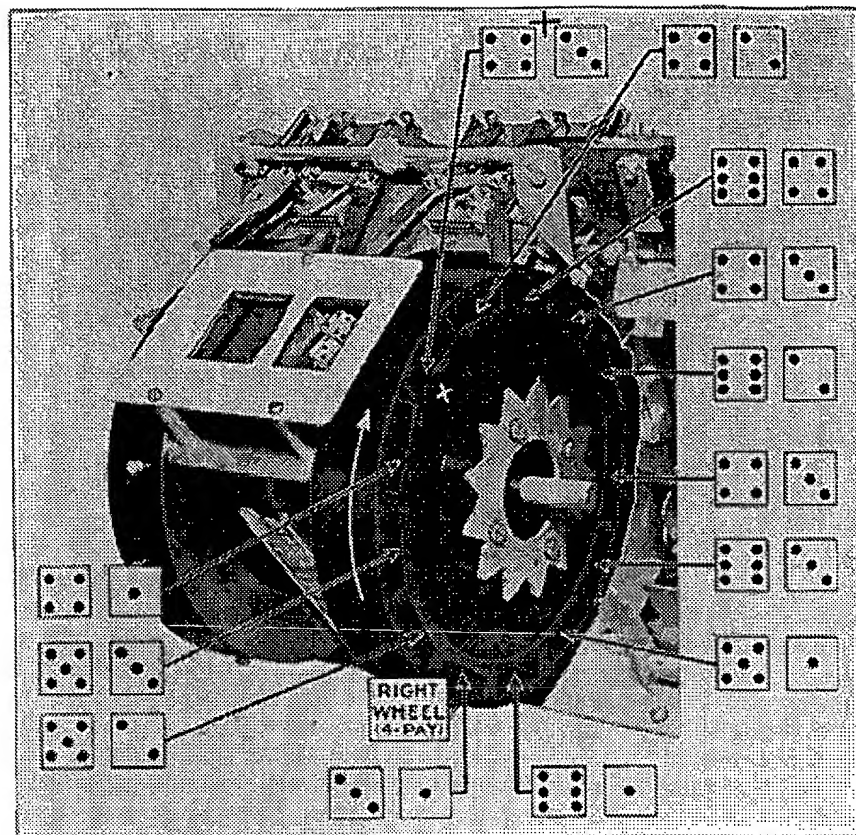
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Announcement of the "8-Pay" model and the deep discounts available for 30 days, cutting the cost of the machine by about 25%, a major drop. The "8-Pay" was reported to boost profits 50 to 75 percent.



## TO PLACE DICE IN RIGHT-HAND WHEEL

### 4-PAY

Exactly as  
shown in  
sketch above.

### 8-PAY

See changes  
indicated  
in table  
at right.

This is Wheel (closest to handle of machine)—the Wheel which throws up dice after handle slips for Free Plays.

IF YOUR MACHINE IS 4-PAY, proceed same as for left-hand Wheel (SEE HEADING HOW TO PLACE DICE IN LEFT-HAND WHEEL).

Then—TURNING WHEEL IN DIRECTION OF ARROW—place dice in Cells as shown by drawing above.

DICE FACES indicated are to be FACE UP when dice are placed in Box, previous to sliding them into Cell.

IF YOUR MACHINE IS 8-PAY, proceed in same manner, but follow table at right for order in which dice are to be inserted.

## CAUTION

You cannot change from 4-PAY to 8-PAY or from 8-PAY to 4-PAY merely by changing dice. This change must be made at the factory.

### DO NOT REMOVE DICE UNLESS ABSOLUTELY NECESSARY

Dice are protected by a special composition and seldom, if ever, require cleaning.

4 PAY	8 PAY
4-3	4-3
4-1	4-1
5-3	5-2
5-2	6-1
3-1	2-2
6-1	4-3
5-1	5-1
6-3	6-3
4-3	5-2
6-2	6-2
4-3	6-1
6-4	4-6
4-2	5-2

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Much of the information and pictures about the dice games are from Richard M. Bueschel, **Payout Dice Machines**, Coin-Op Classics, 1994. Photographs retain their credits.

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